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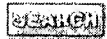
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1 [Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fide](#)
[virtual environments](#)



Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#),
(68:6 MIN) [references](#), [cited by](#), [index terms](#)

The objective of this course is to provide an introduction to the issues that must be considered in building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course we ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on pre-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial communication ...

3 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aze Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(63.03 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel structures ...

4 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug L. Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(17.65 MB)

Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techniques ...

5 Computing curricula 2001



September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available:  pdf(613.63 KB)  html(2.78 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Artificial intelligence

Elaine Rich

January 1983 Book

Publisher: McGraw-Hill, Inc.

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [review](#)

The goal of this book is to provide programmers and computer scientists with a readable introduction to the problems and techniques of artificial intelligence (A.I.). The book can be used either as a text for a course on A.I. or as a self-study guide for computer professionals who want to learn what A.I. is all about.

The book was designed as the text for a one-semester, introductory graduate course in A.I. In such a course, it should be possible to cover all of the material in the book ...


7 Launching the new era



Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Takashi Chikayama, Tick

March 1993 **Communications of the ACM**, Volume 36 Issue 3

Publisher: ACM Press

Full text available:  pdf(3.45 MB)

Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

8

Smalltalk-80: the language and its implementation

Adele Goldberg, David Robson
January 1983 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available:  pdf(33.56 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#), [review](#)

From the Preface (See Front Matter for full Preface)

Advances in the design and production of computer hardware have brought many more people direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

9 Mindstorms: children, computers, and powerful ideas

Seymour Papert
January 1980 Book

Publisher: Basic Books, Inc.

Full text available:  pdf(12.45 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#)

The Gears of My Childhood

Before I was two years old I had developed an intense involvement with automobiles. The name car parts made up a very substantial portion of my vocabulary: I was particularly proud of knowing about the parts of the transmission system, the gearbox, and most especially the differential. It is of course, many years later before I understood how gears work; but once I did, playing with gears became a favorite pastime. I loved rotating circular objects ...


10 Special issue: AI in engineering



D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available:  pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

11 Course 17: Spatial augmented reality: merging real and virtual worlds: Modern approaches to augmented reality



Video files associated with this course are available from the citation page

Oliver Bimber, Ramesh Raskar

August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

Full text available:  pdf(46.17 MB)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [index terms](#)

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software implementations, and current areas of application. Specifically, it will describe techniques for optical combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermore ...

12 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**



Publisher: ACM Press

Full text available: [pdf\(7.63 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This collection covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering ...

13 Seeing, hearing, and touching: putting it all together



Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.64 MB\)](#)

Additional Information: [full citation](#)

14 Introducing Ada 9X



John Barnes

November 1993 **ACM SIGAda Ada Letters**, Volume XIII Issue 6

Publisher: ACM Press

Full text available: [pdf\(4.39 MB\)](#)

Additional Information: [full citation](#), [citations](#), [index terms](#)

15 Course 4: State of the art in massive model visualization: Efficient data reduction and cache coherent techniques toward real-time performance



Dave Kasik

August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

Full text available: [pdf\(11.81 MB\)](#)

Additional Information: [full citation](#), [references](#)

16 Object-based and image-based object representations



Hanan Samet

June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An overview is presented of object-based and image-based representations of objects by their interiors. The representations are distinguished by the manner in which they can be used to answer two fundamental queries in database applications: (1) Feature query: given an object, determine constituent cells (i.e., their locations in space). (2) Location query: given a cell (i.e., a location in space), determine the identity of the object (or objects) of which it is a member as well as the relationships between the object and its cells.

Keywords: Access methods, R-trees, feature query, geographic information systems (GIS), image space, location query, object space, octrees, pyramids, quadrees, space-filling curves, spatial databases

17 Course 16: Practical global illumination with irradiance caching: A ray tracing solution for direct interreflection

Gregory J. Ward, Francis M. Rubinstein, Robert D. Clear



August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

Full text available: pdf(23.97 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An efficient ray tracing method is presented for calculating interreflections between surfaces with diffuse and specular components. A Monte Carlo technique computes the indirect contributions to illuminance at locations chosen by the rendering process. The indirect illuminance values are averaged over surfaces and used in place of a constant "ambient." term. Illuminance calculations are made for those areas participating in the selected view, and the results are stored so that subs ...

Keywords: caching, complexity, diffuse, illuminance, interreflection, luminance, monte carlo technique, radiosity, ray tracing, rendering, specular

18 [Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages](#)



Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Publisher: ACM Press

Full text available: pdf(9.03 MB)

Additional Information: [full citation](#), [references](#)

19 [Course 13: A gentle introduction to bilateral filtering and its applications: A gentle introduction to bilateral filtering and its applications](#)



Sylvain Paris

August 2007 **ACM SIGGRAPH 2007 courses SIGGRAPH '07**

Publisher: ACM Press

Full text available: pdf(27.35 MB)

Additional Information: [full citation](#), [abstract](#)

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/383259.383260>

- Fast bilateral filtering for the display of high-dynamic-range images *Durand and Dorsey* ACM SIGGRAPH conference (c) 2002, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/566570.566574>

- Bilateral mesh denoising *Fleishman et al.* ...

20 [A history of Haskell: being lazy with class](#)



Paul Hudak, John Hughes, Simon Peyton Jones, Philip Wadler

June 2007 **Proceedings of the third ACM SIGPLAN conference on History of programming languages HOPL III**

Publisher: ACM Press

Full text available: pdf(1.15 MB)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [index terms](#)

This paper describes the history of Haskell, including its genesis and principles, technical contributions, implementations and tools, and applications and impact.

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<and> (approximation<in>metadata)



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